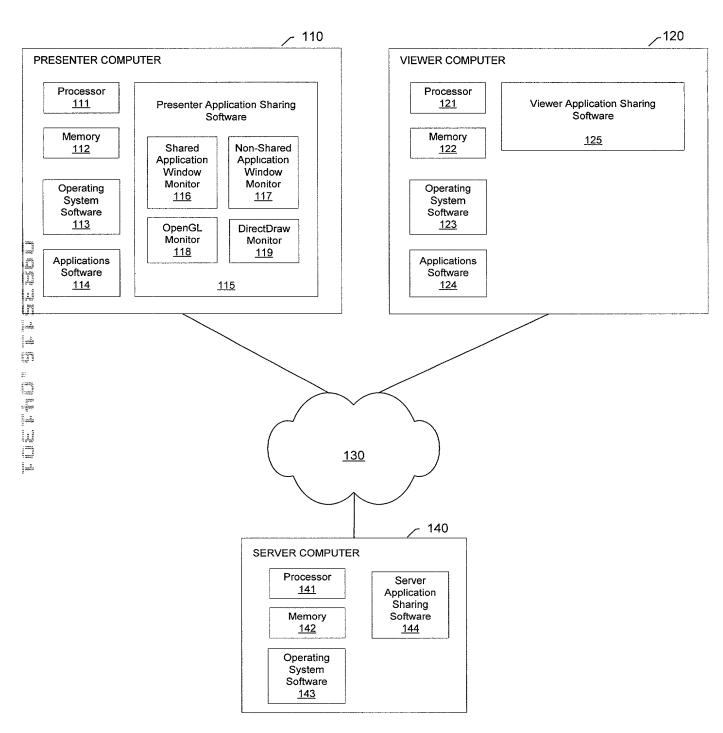
Inventor: Songxiang Wei Title: Sharing OpenGL Applications Using Application Based Screen Sampling

Atty. Docket No.: M-11126 US Sheet 1 of 7



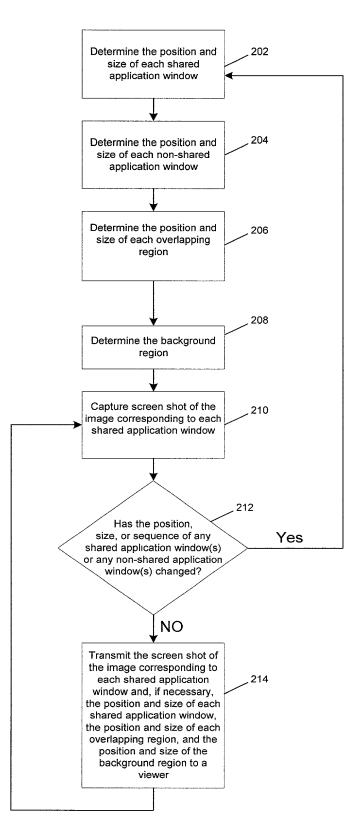


Inventor: Songxiang Wei
Title: Sharing OpenGL Applications Using Application Based

Screen Sampling
Atty. Docket No.: M-11126 US
Sheet 2 of 7

200

FIG. 2

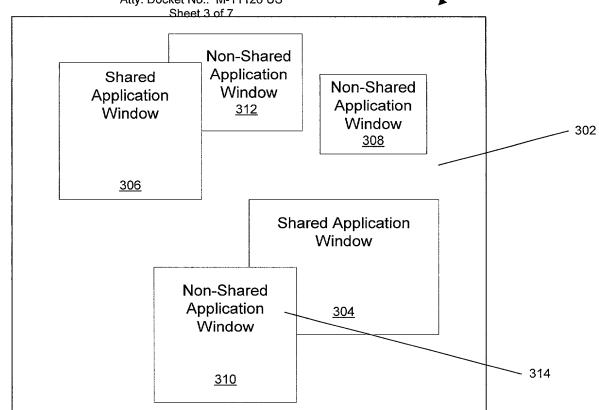


Title: Sharing OpenGL Applications Using Application Based

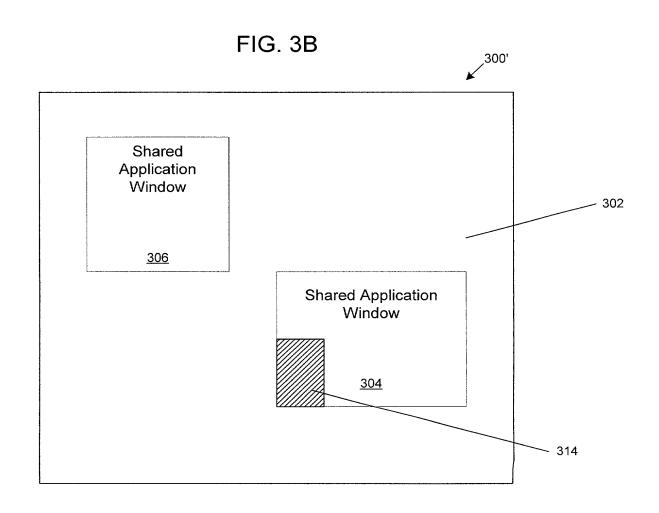
Screen Sampling
Atty. Docket No.: M-11126 US

FIG. 3A

m



300

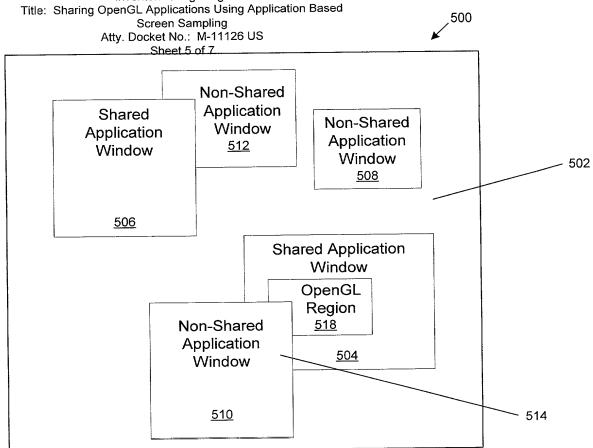


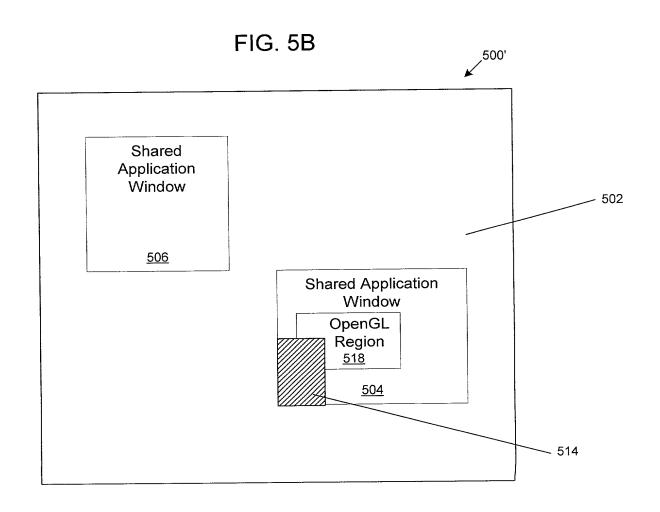
Inventor: Songxiang Wei Title: Sharing OpenGL Applications Using Application Based Screen Sampling Atty. Docket No.: M-11126 US 400 Sheet 4 of 7 FIG. 4 Determine the position and 402 size of each non-OpenGL region of each shared application window Determine the position and size of each OpenGL region of each shared application window 406 Determine the position and size of each non-shared application window 408 Determine the position and size of each overlapping region 410 Determine the background region Capture screen shot of the 412 image corresponding to the non-OpenGL and the OpenGL regions of each shared application window 414 Has the position, size, or sequence of any Yes shared application window(s) or any non-shared application window(s) changed? NO Transmit the screen shot of the image corresponding to the non-OpenGL and the 416 OpenGL regions of each shared application window and, if necessary, the position and size of each shared application window, the position and size of each overlapping region, and the position and size of the background region to a viewer

Title: Sharing OpenGL Applications Using Application Based

Screen Sampling Atty. Docket No.: M-11126 US

FIG. 5A







M

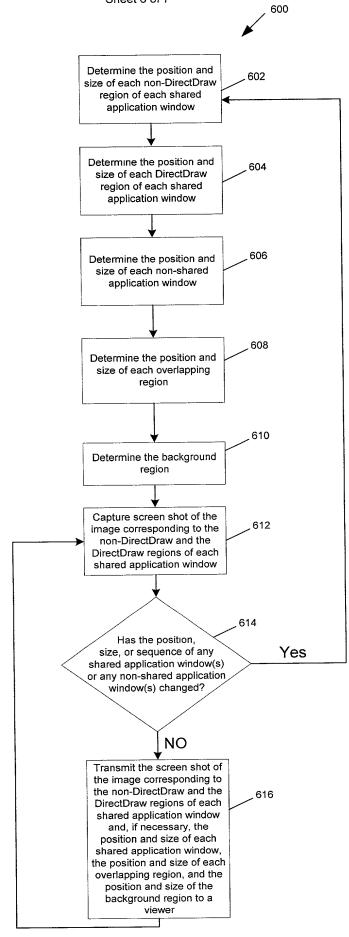


FIG. 7A

I m

Based Screen Sampling Atty. Docket No.: M-11126 US Sheet 7 of 7

